



2011 ROSLYN LITTLE LEAGUE RULES
Adopted 3/3/09
Updated 3/16/09

All rules contained on these pages are official Roslyn Little League rules and cannot be amended by any umpire, commissioner or director. They apply to the spring, summer and fall leagues or any other Roslyn Little League sanctioned event. Changes can only be made by a vote of the Board of Directors and any such change cannot alter a ruling on a previous event. These rules supercede official Little League Rules.

1. PLAYER PARTICIPATION:

- a. Section IV of the Little League Rules is amended as follows in the Majors and Pros: Each child present at the game must play a minimum of three (3) full innings per game that do not have to be consecutive. All players must bat. If a player comes to the game after the start of the game, the player will be placed at the end of the lineup and play a minimum of ½ of the remaining innings in the field. The only exception to these rules shall be in case of injury. In all other divisions, no child may sit twice until each child has sat once.
- b. Roslyn Little League will play all games, where applicable, with free substitutions unless otherwise stated.
- c. Except in the Major League and Pro divisions, each child must start every other game unless he misses a game and thereby loses his turn.
- d. There shall be no “cuts” in any league although a travel team(s) may be formed in the fall season. If a travel team is formed, regardless of the season and regardless of whether under the auspices of Roslyn Little League, it must be treated secondarily to that child’s intra-league game and team. A travel team can consist of a minimum of 1 player from each team in a particular division to a maximum of 50% (fifty percent) of that team, unless the entire team is invited to play. All travel team selections must be approved by the commissioner of that particular league, in conjunction with the league president, prior to any children being informed. Cuts shall be allowed in all Senior and Travel Leagues at the discretion of the Commissioner. The Commissioner also has the discretion to require a player to sit out a travel game during the fall season if the player misses an intra-league game during the same week.

- e. Positions – There are no changes of player positions permitted in the middle of an inning unless: in conjunction with a change in pitchers or due to an injury to another player. Position changes, if required, do not have to be one for one and may involve the movement of more than two players, but in no event may more than 3 players change positions.

2. **THE BATTER (LITTLE LEAGUE RULE 6.00):**

- a. Any batter or runner throwing off or lifting their helmet during a game will first be given a warning. After the warning, if the same player throws or lifts their helmet a second time, the player will be called out by the umpire.
- b. A batter will only be given one warning by the umpire for throwing his/her bat and will automatically be out the next time he/she throws his/her bat either later during the same at bat that he/she received a warning or on any succeeding time at bat during the game in which he/she was warned. The umpire shall be the sole judge of whether the batter has thrown the bat.
- c. Penalty for use of illegal bat. All bats shall conform to Little League Rule 1.10. If a batter using an illegal bat becomes a runner after hitting a fair ball, he shall be called out and the runners shall return to the bases they occupied before the player's at bat. The defensive team must appeal the play to the umpire before the first pitch to the next batter of either team, or before the umpires have left the field if the at bat would otherwise end the game. If the batter advances to first base without hitting a fair ball (a walk or hit batter), then the batter shall not be called out. An illegal bat must be removed (Rule 1.10). Repeated use of an illegal bat shall be grounds for disqualification under Rule 9.01 (d).
- d. **In the Girls Pro Division, an inning ends with three (3) outs or if the entire team bats around, whichever comes first. If any one team has a lesser number of batters, that team will be allowed the same number of batters as the opposing team if it does not make three (3) outs in that inning.**

3. **THE RUNNER (LITTLE LEAGUES RULE 7.00):**

- a. Amended Rule 3(a). Base stealing for the Semi-Major and 3rd Grade boys and ¾ grade girls only. Runners may be allowed to steal one base (3rd base or home only) after the pitched ball has been delivered and reaches the batter. This one base rule covers the runner full time on base regardless of the possibilities of additional overthrows or wild pitches. There are no double steals, and with runners on second and third base, only the runner on third may attempt a steal (if he/she did not reach third base by stealing). The same runner cannot steal more than one base in any half inning.

In the semi-major league, the pitched ball returned to the pitcher by the catcher is a live ball and a steal may be attempted. However, no runner may leave a base when the ball is returned to the pitcher who is in control of the ball and standing in the mound area (See Rule 3.e.2 below).

In the 3rd grade boys, ¾ girls, and the Girls Pro Division, the return throw to the pitcher from the catcher is a dead ball and a steal may not be attempted. In the 3rd grade boys' and ¾ girls' leagues, no steal may be attempted in any half inning in which three successful steals have occurred. **Ground Rule: Play is dead if the pitched ball goes through the backstop. Runner on second base advances to**

third base in divisions that allow steals. Otherwise, runners cannot advance. This will be considered a stolen base.

Girls pros Unlimited stealing is permitted at third base and home plate. A team may successfully steal second base only one time per half inning. The pitched ball must reach the batter before the base runner can attempt to steal. Double steals are not permitted. There will be no *additional* advancement on throws to the base. The ball is dead. (This will encourage throws from the catcher).

- b. Base Collisions Rule 7.08 (a)(3) is amended as follows: Any runner advancing to a base where a fielder is waiting to apply a tag or force that runner out, and has or is about to have possession of the ball, must either avoid contact with the fielder, give himself up or slide. If the runner makes contact with the fielder without sliding, the runner is out and any other runners may not further advance.
- c. Obstruction. Little League Rules 7.06, 7.09 and 7.10 shall apply and determine when the obstruction and interference occur. However, a runner being obstructed by a fielder must attempt to avoid or minimize contact even when the runner has the right to the base or baseline. If a runner contacts a fielder obstructing the runner with undue force, or in an attempt to injure, the runner shall be called out. Penalties will be enforced at the end of the play. The umpire shall have discretion to disqualify the runner under Rule 9.01 (d).
- d. Obstruction is defined as “the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner.” Rule 7.06 of the official Little League Rules shall apply.
- e. In addition to Little League Rules 5.00 (Putting the Ball in Play – Live Ball) Play is dead **when at the judgment of the umpire play has stopped and:**
 1. In the Majors, when the ball is returned to the pitcher who is in control and standing on the **pitcher’s plate**.
 2. In the Semi-Majors, and in the 3rd grade boys **and ¾ grade girls** when the ball is returned to the pitcher who is in control and standing in the mound area.
 3. On Major League fields, if ball remains resting on top of railroad ties.
 4. **In the Pros, if the ball is in possession of the pitcher in an 8’ circle around the pitcher’s plate**

Even though play is dead, a base runner having left a base legally is entitled to the next base unless put out if the runner has gone at least half the distance between the bases before play is dead. This call is totally at the discretion of the umpire.

Each League, except for the Senior League, shall have a “double safety base” at first base.

- f. Catcher speed up rule
When there are two outs each team will remove the catcher from the base paths, and utilize a substitute runner in an effort to speed up the game. Use of the rule is optional during day games. The rule is mandatory for all night games except in the majors, where it is optional all the time. The last batted out will run for the catcher, when implementation of the rule is in effect.
- g. Roslyn Little League will not implement Little League rule 7.14, pinch runner rule authorized for 2005 by Williamsport.

4. **THE PITCHER (LITTLE LEAGUE RULE 8.00):**

- a. A player may pitch a maximum of three (3) innings per game (per day). A pitcher once removed from the mound may not pitch again in this game.
- b. See Section VI of the Official Little League Rules for other pitching rules. Rule VI (C) is inapplicable.

Adopted Spring 2008 as directed by LL Baseball. 3 inning maximum still applies

B1 *The manager must remove the pitcher when said pitcher reaches the limit for his age group as noted below, but the pitcher may remain in the game at another position:*

<i>League Age</i>	<i>17-18</i>	<i>105 pitches per day</i>
	<i>13-16</i>	<i>95 pitches per day</i>
	<i>11-12</i>	<i>85 pitches per day</i>
	<i>9-10</i>	<i>75 pitches per day</i>
	<i>7-8</i>	<i>50 pitches per day</i>

Exception: if a pitcher reaches the limit imposed in Regulation VI(c) for his League age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half inning. NOTE: A pitcher who delivers forty-one or more pitches in a game cannot play the position of

catcher

for the remainder of that day.

B2 *Each manager shall be the official pitch count recorder for the opposing team's pitcher.*

- c. *Pitchers league age 16 and under must adhere to the following rest requirements:*

- If a player pitches 61 pitches in a day, three calendar days of rest*
- If a player pitches 41-60 pitches in a day, two calendar days of rest*
- If a player pitches 21-40 pitches in a day, one calendar day of rest*
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required.*

- d. No deviations in these rules will be permitted regardless of rain outs, rescheduled games, makeup games, playoff games, championship games, etc, except for the Little League All-Star Game in which case the pitcher may pitch a maximum of one inning regardless of the pitching rest requirements and for Williamsport Sanctioned Summer Tournaments. If two (2) Williamsport tournaments overlap

within the same “pitching” week, the total amount of innings allowed for a pitcher in that week will not be greater than what would have been allowed if there was only one tournament.

- e. For pitching (**baseball only**) rules in situations where two (2) games are played on the same day due to rescheduling as a result of rain or a previous tie, refer to Little League Rule 4.12.
- f. Any error or violation of these rules will result in automatic forfeit.
- g. If a pitcher (baseball only) hits three batters in one game (does not have to be consecutive), he/she must be removed from the mound.
- h. No intentional walk is permitted in any league. Any pitch thrown in such circumstances will be ruled no pitch.
- i. There are no balks in any league (Rule 8.05 of the Little League Rules is therefore not applicable to this Roslyn Little League).
- j. Girls pros division: 36' (revised from 38' on 5/13/03)
Note: The intention of our distances has always been to mirror Middle School distances that the girls are preparing for.

The pitchers must start pitching with one foot on the rubber and the other foot on or behind the rubber. Mound (front) to be located 36' from the back of home plate. Pitcher must have one foot on pitching rubber when ball is released. A pitcher can pitch no more than 3 innings in a game. A pitcher is not allowed to pitch more than six (6) innings in any one week. A pitcher cannot pitch on consecutive days **unless she has pitched less than 2 innings the previous day. (Williamsport rule VI b).**

Williamsport rule VI c. (as amended) (for Pros only) If a girl is removed from the pitching position, she can return as a pitcher any time during the remainder of the game, but not in the same inning. All other pitching rules continue to apply. One or more pitches constitute an inning.

**The pitching week starts on Sunday and ends on Saturday.

5. **GAME PROCEDURE (LITTLE LEAGUE RULES 9.01, 9.02 and 9.03):**

Forfeits and starting the game:

- a. All games must be started within fifteen (15) minutes of the scheduled starting time where the field is available. Any team with eight (8) or more players must start the game at the specified time and cannot delay the start of the game to wait for a specific player or for a manager. Further, a forfeit must be ruled if a team cannot field a legal team (eight (8) or more players) sixteen (16) minutes after the scheduled or field available starting game time. There can be no agreement between managers to circumvent this rule, although Commissioner can use his/her discretion. If both teams fail to field a proper team, a forfeit will be charged to both teams. This rule superseded Little League rule 4.16.

- b. Any team starting a game with nine (9) uniformed players and then losing a player during the game will be allowed to play with eight (8) players. If less than eight (8) players are available due to injury, the game will be suspended and played at a later date designated by the commissioner and using only the original players. If one of the players is injured and replaced by a player brought up from the Minors, the former Minor League player will be designated to take the injured player's place in the suspended game. If a child leaves a game during progress without being injured and results in less than minimum required players, a forfeit will be called. If a team starts a game with eight (8) players and such game is suspended, only the same eight (8) players will be allowed to play when the game is continued at a later date.
- c. No inning may start later than ten (10) minutes before the end of the allotted game time except in special circumstances with the approval of the commissioner in attendance. This approval should be clearly indicated in advance of the game. If there is no succeeding game, this rule does not apply.
- d. Balls and strikes may be called from behind the pitcher (9.03) even if no runners are on base.
- e. An adult coach shall be allowed at first or third base. The adult coach may not change bases once an inning has started. Child coaches must wear a helmet with face guard.
(Amended 1/9/04) The manager may opt to allow two (2) adult coaches in lieu of one adult and one child. See Little League Rule #4.05 (i). This option is not in effect if no authorized and approved adult coach is available on the bench.
- f. **If a player leaves the game before completion, an out will NOT be awarded when that child's position in the batting order comes up.**

6. **OFFICIAL GAME:**

- a. In all Minor Leagues, a game will be official if three and one half (3-1/2) innings have been played and the home team is ahead or four (4) innings when the home team is behind. If games are suspended before they become official they will be restarted from the exact time of suspension at a later date and played to completion. There is no such thing as a rain out or other cause canceling innings already played.
- b. In all playoff and championship games in all of the Little League divisions, once the game is started the game must be played to its full term unless terminated by the **commissioner after consultation with both managers. This supersedes "official game" detailed in 6 above.**

7. **SCHEDULES:**

- a. Where a Minor League has two (2) or more games scheduled for one afternoon on the same field, no inning may be started after one hour and fifty minutes from starting game time if there is a following game scheduled unless by commissioner's approval in case of tie or special circumstances. The one hour and fifty minute rule is not in effect where only a single game is played on the field for the day or it is the last game of the day.
- b. The commissioner of the appropriate league shall have the sole discretion to

re-schedule any suspended game, or postponed game, rain out games and tie games. It is recommended that such rescheduled games be played as soon as possible after tied game. Tie games (in the Majors if it is the first game between the two (2) teams) will always be played before the regularly scheduled game between the teams. In the event of a tie game or suspended game (see 5b) where play has continued on a new date, each manager shall start with the lineup in force at the time that the game was called and who were present at the day that the tied game was played, except in the event that some player is missing on the continued date whereupon managers may substitute with players who were not present on the day of the tied game. (For pitching rules regarding tied game see Rule 4.12). Such resumed game shall continue until six (6) innings are completed and supersedes official Little League 4.11 e. This situation refers only to suspended games and does not impact official games that ended prior to the normal six (6) inning period.

- c. All schedules must be strictly adhered to except upon permission of the commissioner of the league. Manager requests for postponement due to a lack of sufficient number of players available even if valid will be denied unless made forty-eight (48) hours in advance of schedules game time. Requests for cancellation on Memorial Day or Mother's Day for purely family reasons will be denied and forfeits will be charged. Failure of a manager to be available for a game is not a valid reason for postponement.
- d. On Friday night, no inning may start after 8:00 P.M., but any inning in progress will be completed. Friday games will start as soon after 5. P.M. as possible and umpires will be in attendance at 4:45 P.M. (at TBS).

8. **TIME OUT:**

- a. Defensive team: Little League rule 8.06 shall be strictly enforced.
- b. Offensive team: Only the offensive team's batter or runner may ask the umpire for a time out to confer with the manager or coach.
- c. Except as noted in (a) and (b) above, time out may be granted as set forth in Little League rules 5.00 (Putting the Ball in Play – Live Ball); Little League Rule 9.00 (The Umpire) and the definition of “time” – as the “announcement by the umpire of a legal interruption of play, during which the ball is dead.”
- d. A manager may not enter the playing area unless time is called by the umpire. Should he/she do so when the ball in is play (either batted or loose) penalties as follows will be enforced:
 - 1. If the offensive manager enters the field without the umpire's permission, the batter is out and all runners return to the base that they occupied prior to the start of that particular play.
 - 2. If the defensive manager enters the field without the umpire's permission, all offensive players receive the last safe base plus one and no additional outs are recorded.

9. **PROTEST:**

- a. If a protest is required, the protesting manager must immediately make the umpire aware of his/her decision to protest after the event and prior to the next pitch. It must also be put into letter from to the attention of the League President

and the opposing manager within twenty four (24) hours of the completion of the game. The President shall then meet with the umpire, the opposing manager, the league commissioner, etc. to make a ruling.

- b. No protest will be heard if the protesting coach did not have his/her “little league” rulebook and “house rules” on hand at the field at the time of the protested event to use in settlement of said dispute.

10. **GENERAL RULES:**

- a. With regard to proper conduct at games, the duties of umpires and commissioner and their respective authorities are set forth in Little League Rule 9.00.
- b. The commissioner is in complete control of the players and the ball field until such time as the game commences.
- c. The umpire may appeal to the commissioner only for a clarification of the rules, and may not appeal in the case of a judgment call. Upon appeal, the commissioner may clarify the rules for the umpire. Otherwise the game is in the hands of the umpire. No manager may appeal an umpire’s ruling directly to the commissioner.
- d. No more than one manager and two assistants are permitted in the dugout during a game.
- e. Each team must maintain a scorebook for each game.
- f. Any player brought up to a Major League team at any time during the season will continue to play in both leagues, but will not be able to pitch for the Major League team. In case of schedule conflict, such player must play in Minor League game, which is his first priority. The player who joins a Major League team and plays more than twenty-five (25%) percent of that Major League team’s games becomes permanent property of that team for future seasons. Should less than twenty-five (25%) percent of the games be played, that player will be in the following year’s general draft and must be drafted.
- g. When a Semi-Major League player is brought up and becomes permanent property of a Major League team, that team will lose its first round draft choice in that age group for the next year.
- h. Any disability to a Major League player must be immediately reported to the commissioner. Failure to report a disabled player may result in forfeiture of all the following games until the full proper roster is reestablished.
- i. Should a player miss three (3) games or two (2) Sunday games for any reason **the manager must report this to the commissioner.** The commissioner has the discretion of requiring that a Semi-Major League player be brought up to join the Major League team.
- j. Any player who opts not to be listed on the Major League draft list on to his registration form or who fails to be evaluated will not be eligible to be called up from the Minors to replace an injured Major League player during the season covered by his registration form.

- k. In all minor leagues, if any league regular season ends up in a tie for first place, the tied teams shall be designated as co-champions.
- l. In all leagues except the majors (see 11), if teams end the regular season in a tie, playoff position will be established (1) by games won played between the tied teams or (2) by a coin flip.
- m. ONLY league supplied uniforms are to be worn. No names are to be added to uniforms. Any teams' presentations or activities should be discreet and take place away from regular activities.
- n. In addition to rule XIV (e) of the little league rulebook, there is no use of tobacco or alcohol beverages on school property, or on any Roslyn Little League field. No dogs or other pets are allowed on Roslyn School property or on any Roslyn Little League fields.
- o. In all leagues with playoffs (pros, ¾ girls, semi-majors, 3rd grade boys) trophies will be awarded to regular season winner, playoff winner and playoff final game loser. No team can receive more than one trophy.
- p. Little League Rule 1.16 is amended to require that the protective helmets that the batter, all base runners and player base coaches shall wear must have face guards.
- q. Where more than one grade is combined into a single league, unless the Roslyn Little League rules provide for which rules shall govern that league, the rules applicable to the higher grade shall govern, with one exception: the applicable rule regarding the distance from the pitching rubber to the plate shall be the rule in place for the pitcher's grade, although the pitcher may (but is not required to) pitch according to the rule of the higher grade(s).

11. **MAJOR LEAGUE PLAYOFF RULES, DRAFT RULES AND AWARDS:**

- a. If any league regular season ends in a tie for first place, the tied teams shall be designated as co-champions.
- b. Trophies will be awarded to regular season winner, playoff winner and playoff Final game loser. No team can receive more than one trophy.
- c. Draft positions will be determined for the next season in the following manner:
 - (i) The playoff champion will draft eighth.
 - (ii) The runner up in the playoff will draft seventh.
 - (iii) If the regular season champion is not the playoff champion, or the runner up, the regular season champion will draft sixth.
 - (iv) All other draft positions will be determined by the winning percentage of all other teams in both the regular season and playoffs. Any ties will be determined by the flip of a coin.
- d. Should Major league teams require replacements to fill their rosters during the first two weeks after the draft, such players must be picked from players who had signed up and attended tryouts. After this two (2) week period, any player who signed up prior to the draft and attended tryouts can be selected unless he/she indicated on the registration he/she would not play in the Majors. Players who signed up after the draft cannot be brought up unless no other eligible player is available.

(Amended 1/9/04) To be eligible for the major leagues, a child must try-out at their assigned try-outs. Players who did not try-out will be eligible if no other players that tried out are available.

- e. No trades are allowed in any league.
- f. If a player in the Majors decides to leave his/her team, the player must play in the semi-majors and he/she will be ineligible to play in the Majors for that season.
- g. *the new regulation V.1 reads:*
“The selection of players for the various teams within a league shall be in compliance with the Little League Draft Selection System as detailed in the Operating Manual. NOTE: All candidates who are league age twelve (12) must be drafted to a Little League Major Division team, or to a Junior League team. (added 2/7/2008)

CONDUCT OF MANAGERS, PLAYERS AND SPECTATORS

IT IS THE DUTY OF ALL OF THE DIRECTORS, MANAGERS, COACHES, COMMISSIONERS AND OTHER LEAGUE OFFICIALS TO EMPHASIZE THE PROPER IDEALS OF SPORTSMANSHIP, ETHICAL CONDUCT AND FAIR PLAY UNDER ALL CIRCUMSTANCE. THE VALUES TO BE DERIVED FROM PLAYING THE GAME SHOULD BE STRESSED AND ACTIONS THAT TEND TO DESTROY THEIR VALUE SHOULD BE DISCOURAGED. COURTESY SHOULD BE SHOWN TOWARD OPPONENTS, OFFICIALS SUPPERVISORS, SPECTATORS, AND ADMINISTRATORS. EFFORTS MUST BE MADE TO ACHIEVE A THOROUGH UNDERSTANDING AND ACCEPTANCE OF THE RULES OF THE GAME AND THE STANDARDS OF THIS LEAGUE. IT IS IMPORTANT FOR ALL TO RECOGNIZE THAT THE PURPOSE OF ATHLETICS IS TO PROMOTE THE PHYSICAL, MENTAL, MORAL, SOCIAL, AND EMOTIONAL WELL-BEING OF THE INDIVIDUAL PLAYERS. EVERY ONE ASSOCIATED WITH LITTLE LEAGUE SHOULD REMEMBER THAT THESE GAMES ARE JUST GAMES AND THIS CONCEPT SHOULD BE KEPT IN THAT PERSPECTIVE.

Code of Conduct

1. Spectators are expected to:
 - a. Conform to accepted standards of good sportsmanship and behavior.
 - b. Respect officials, umpires, Coaches, and Players and extend all courtesies to them.
 - c. Refrain from foot stomping, disrespectful remarks, and the use of noisemakers.
 - d. Be quiet when players need total concentration.
 - e. Obey the regulations and grounds.
 - f. Understand that teams are responsible for the conduct of their respective spectators.
 - g. **Not use** alcoholic or tobacco products **at RLL fields at any time.**
2. The Player is expected to:
 - a. Understand that he/she must conduct themselves as ladies and gentlemen at all times.

- b. Demonstrate self-control and mutual respect at all times.
 - c. Avoid the use of crude or abusive language or gestures in dealing with opponents, officials, umpires or spectators.
 - d. Accept victory with grace and defeat with dignity.
 - e. Place athletic competition in its proper perspective. It represents only one facet of life.
 - f. Remember that participation in athletics is a privilege that should not be abused.
 - g. All players shall shake hands at the end of each game.
3. The Coach is expected to:
- a. Set a positive example both on and off the field.
 - b. Recognize that athletic competition is a means toward an end, not an end in itself. Specifically, athletics should lead to the development of healthy, well-adjusted young men and women.
 - c. Approach competition as a healthy and constructive exercise, not as a life and death struggle that requires victory at any price. It should be fun and enjoyable.
 - d. Be prepared to win or lose. Be positive. Encourage peak performance within the rules of the game.
 - e. Command respect by personal attitude and behavior.
 - f. Do not use crude or abusive language with players, umpires, opponents, officials, or spectators.
 - g. Use decorum in commenting on opposing pitcher's motion. He may comment only in a discreet and private way to the umpire and may not talk directly to the pitcher or make comments out loud during play. **BREACH OF THIS PROVISION COULD RESULT IN THE OFFENSIVE TEAM PENALIZED ONE (1) OUT, IN THE UMPIRE'S SOLE DISCRETION.**
 - h. Respect the judgment of the umpires. Although it is reasonable for the coach to question umpire's decisions, and even to disagree, the umpire's decisions must be accepted graciously.
 - i. Recognize that the participants in team sports are young men and women with human frailties and limitations who are capable of making mistakes.
 - j. Instruct players to respect Umpire. Questions concerning rules or interpretations should be made by the manager or coach.
 - k. Encourage good sportsmanship and remove players from the game who demonstrate unacceptable behavior.
 - l. Realize they are representatives of the Little League in all that they do.
 - m. Realize that their conduct will have an effect on the players and their families.
 - n. To distribute only league supplied uniforms, hats, trophies, and otherwise comply with house rule 10m.

GROUND RULES FOR TEMPLE BETH SHOLOM BALL FIELDS

1. A runner advances one base when a ball thrown by any player, including the pitcher of the defensive team lodges in the backstop, at which point said ball, shall be declared dead.
2. A runner shall automatically advance one base and the ball is dead when:
 - a. A ball thrown by the pitcher strikes home plate and goes over or through the backstop.
 - b. A ball is thrown by any player, including the pitcher of the defensive team that leaves the playing area over first or third base and enters the stands or a dugout.
3. No defensive player shall climb on the railroad tie fence on the third base side of the Orange Field to field a ball.
4. In the event of interference with a foul or fair fly ball by a spectator, which in the opinion of the umpire could have been caught, the umpire may call the batter out.
5. A ball thrown by a defensive player that passes through the fence opening of first or third base shall be dead, but a base runner shall be entitled to advance to the base he is approaching plus one additional base. The matter of whether a runner is “approaching” a base shall be in the sole judgment of the umpire.
6. Any batted ball that falls under, bounces over or passes the outfield fence is dead and shall entitle the batter to two bases.
7. A foul ball hit behind the fence on the first base side of the Orange Field or beyond the imaginary out-of-bounds line on the third base side of the Blue Field is out of play.
8. A fouled fly ball out side of the first base line of Orange Field and the third base line of the Blue Field is in play, except that any foul fly ball striking overhanging trees shall be dead.
9. A batted ball hitting the center field wire fence above the orange line without first touching the ground shall be a home run.
10. A batted ball hitting the top rail of any outfield fence without first touching the ground and bouncing back on the playing field shall be in play.
11. Except as herein provided and provided in the Local League Rules, the Official Rules of Little League Baseball shall govern.
12. Rules for all fields

Regarding imaginary out-of-bounds:

1. If a player catches a ball out of bounds there is no play.
2. If a player catches ball inbound and momentum carries him over the line, the batter is out and is in play with the runners allowed to advance at their own risk. Only exception is when fielder runs into fans at which time batter is out and runners are not to advance subject to umpire discretion.
3. If fielder touches ball inbound, then drops the ball which rolls out-of-bounds – the ball becomes dead and all the runners get the base they are going to plus one extra. (Morley Playing #3).

Appendix 1

ROSLYN LITTLE LEAGUE K – 1 Boys & Girls

The kindergarten and 1st grade leagues are instructed in nature and emphasize fun and full participation. Progress for every participant is important.

1. Games last 3 “simulated innings. No score or scorebook will be kept.
2. Everyone who is present will bat once each inning.
3. All players present will play a field position. DO NOT have “wall-to-wall” players in the infield. “Extra” players will be placed in the out field. There should be a definite separation of 10 feet between the infielders and the outfielders.
4. There are no strikes or balls. We want the players to hit the ball each time up. If it is apparent that the player needs help, an adult may assist.
5. Coaches are permitted on the field. Offensive coaches may be at the first and third base lines. Defensive coaches should position themselves behind the infield and only “direct” the players. DO NOT interfere with ball in play.
6. When the Commissioner(s) of the League decide that the 1st grade boys and k/1 girls have progressed sufficiently to try overhand or underhand in boys and underhand pitching for girls, the offensive coach (or designated adult) will pitch to his own team. Every effort will be made to allow the player to hit the ball, but if it is apparent that the player needs help, an adult may assist.
7. **Safety is paramount!** Keep players alert in the field and offensive players must stay in the “dugout” until it is their time to bat. No on-deck batters will be permitted. All batters and base runners must wear helmets—teams will share their helmets during games.
8. Coaches must reverse lineup and position each inning. Each child must play at least one inning in the infield.
9. There are no outs in the boys’ k, or k/1 girls.
10. Outs will be called in the 1st grade boys.
11. Batting - 7

K boys - The tee will be used for the season. At the commissioners’ discretion the tee can be eliminated in part or entirely in the last two games only.

Girls’ k/1 only after half the games has been played or earlier for 1st grade girls at the commissioner’s discretion.

Boys 1st grade - The tee will be used for each of the first two games of the season. The tee will be eliminated at the commissioners' discretion for all subsequent games.

At such time the tees are removed from the field the coaches will pitch underhand or in other manner commensurate with the skills of the children. In no case, does the elimination of the tee prohibit a child to use of the tee in the future if he desires to do so. In every case, should the batter require assistance batting (with or without the tee) a coach will aid the child as necessary.

12. **Base distance**
Bases will be 40' apart.

Appendix 2

ROSLYN LITTLE LEAGUE 2nd Grade Boys'/Girls' Rules

1. **Regulation Game:**
 - a. Games will consist of six innings.
 - b. Score will not be kept.

2. **Number of Players:**

Defensive Team: All players on the field. 4 players in the infield (excluding the pitcher and the catcher) and all other players in the outfield. Outfielders must remain 10 feet behind the base line. Coaches should rotate players between infield and outfield positions. Each player must play the infield a minimum of two innings. **Violation of this rule in the will result in the following:**

 - **1st offense: warning**
 - **2nd offense: 2 game suspension**
 - **3rd offense: removal as a coach**

3. **Batting Order:**
 - An inning ends with three outs, or batting around whichever comes first.
 - Players must bat in the order that they are listed.
 - Players coming to the game after the start must be placed at the bottom of the lineup.

Clarification:

If the last batter is up (entire batting order as defined in this section), the batter will either make an out, walk or hit. Whatever happens as a result of that at bat, the inning is over. The last batter making out is deemed analogous to the third out. See 4.09 (a) below.

Examples: bases are loaded, the last batter grounds (force play) or flies out, the inning is over regardless of how many outs there are. If that same batter gets a hit, anyone on base can score until an out is made or play is deemed "dead" by the umpire which can be the result of the ball back to the pitcher; first base (2nd, 3rd and 4th grade only) or the ball is out of play, etc.

4. **Game Forfeit:**

There are no forfeits.

5. **Leading or Stealing:**

There is no leading or stealing.

6. **On Deck Batters:**

There is no swinging of bats by the on-deck batter or any other player. Only the batter may hold a bat

7. **Tagging Up:**

There is no tagging up.

8. **Infield Fly Rule:**

Infield fly rule is not in effect.

9. **Pitching: (boys only)**

Coaches will pitch for the first half of the season, No balls and strikes will be called.

Players will begin pitching in the second half, or earlier at the discretion of commissioners. The following rules will prevail:

- The front pitching rubber will be 38 feet from the back of the plate.
- No player may pitch more than 2 innings per game or 6 innings in a week.
-
- When a player pitches, the batter can strike out looking. When a player pitches four balls (effectively walks a batter) the batter will not go to first base. The defensive coach will come in to pitch to the batter for the remainder of that at bat. The batter cannot strike out looking or walk when the defensive coach is pitching. If the pitcher effectively walks six batters in an inning, or hits 3 batters in a game that pitcher must be removed as the pitcher but will play the remainder of the game at other positions. The coach pitcher will not make defensive plays in the field. If the coach pitcher makes a defensive play, the batter is awarded first base, and all runners advance one base. If the batter is the final batter of the inning then all runners on base prior to the at bat are deemed to have scored.
- A pitcher must pitch consecutive innings and may not return to the pitching position after being taken from that position

Pitching (girls only)

23' (from the back of home plate) ... The pitchers must start pitching with one foot on the rubber and the other foot on or behind the rubber. The front of the pitchers plate is to be located 23' from the back of home plate. If a girl is removed from pitching position, she may not pitch again during that game. Pitcher must have a foot on pitching rubber when ball is released. A pitcher can pitch no more than 3 innings in a game. A pitcher is not allowed to pitch more than six (6) innings in any one week.

A pitcher cannot pitch on consecutive days.

Following 3 walks in one inning, a coach of the batting team will come in to pitch. The pitcher will still field the pitcher's position. No further walks can take place during this inning. Either the original pitcher or a new pitcher will begin pitching the next inning.

*The pitching week starts on Sunday and ends on Saturday.

10. **Base Distance:**

Boys' bases will be 55 feet apart.

Girls' bases will be 50 feet apart

11. **Overthrows:**

A runner is allowed to advance one base on an overthrow.

12. **Time Limit on Game:**

No inning may start after 1 hour and 50 minutes from the actual start of the game if another game is scheduled after the game.

13. **Intentional Walks:**
There are no intentional walks in this league. Every child must have an opportunity to hit.
14. **Catching:**
 - a. Boys-Parents will catch. The parent catching will umpire the plate. Catching parents are not permitted to make defensive plays. The parent must wear a mask and is strongly encouraged to wear chest protector.
 - b. Girls- A child will catch
15. **Equipment:**
All batters and base-runners must wear helmets at all times. There will be no throwing of helmets or taking off helmets while running the baseline even if the batter walks, or the ball is out of play. A player will be given one warning and will be called out on the second infraction.
16. **Other:**
 - a. Each manager will keep track of their outs, thrown bats, hit batters, walks, warnings and innings pitched.
 - b. Scores will not be kept.
 - c. Commissioners will notify Managers in the event of inclement weather.
17. **Dead Ball:**
The ball is dead if in control of the pitcher in the infield in the vicinity of the mound.

Appendix 3

ROSLYN LITTLE LEAGUE 3rd Grade Boys and 3rd/4th grade girls' Rules

1. **Regulation Game:**
Games will consist of six innings. An official Game is after 3 ½ innings if the home team is winning and 4 innings if the home team is losing.

2. Number of Players:
Defensive Team: Outfielders must remain 10 feet behind the base line or on the outfield grass, whichever distance is greater. Coaches should rotate players between infield and out field positions after completion of an inning. Each player must play a minimum of two innings in the infield in a six inning game. **Violation of this rule in the regular season will result in the following:**
 - **1st offense: warning**
 - **2nd offense: 2 game suspension**
 - **3rd offense: removal as a coach**

If this rule is violated during the playoffs, the violating team will forfeit the game.

3. Bating Order:
An inning ends with three outs or if the entire team bats around, whichever comes first.
 - Players must bat in the order that they are listed.
 - Players coming to the game after the start must be placed at the bottom of the lineup.
 - Three (3) outs or entire batting order (whichever comes first). If any one team has a lesser number of batters, that team will be allowed the same number of batters as the opposing team if they do not make three (3) outs in that inning.

Clarification:

If the last batter is up (entire batting order as defined in this section), the batter will either make an out, walk or hit. Whatever happens as a result of that at bat, the inning is over. The last batter making out is deemed analogous to the third out. See 4.09 (a) below.

Examples: bases are loaded, the last batter grounds (force play) or flies out, the inning is over regardless of how many outs there are. If that same batter gets a hit, anyone on base can score until an out is made or play is deemed "dead" by the umpire which can be the result of the ball back to the pitcher; first base (2nd, 3rd and 4th grade only) or the ball is out of play, etc.

Please refer to:

Little League Baseball Rule 4.09 - How a Team Scores

(a): One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

EXCEPTIONS: A run is not scored if the runner advances to home base during a play in which the third out is made: (1) by the batter-runner before touching first base; (2) by any runner being forced out; or (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play)

APPROVED RULING (DOES NOT APPLY): One out, Jones on third, Smith on first and Brown flies out to right field for the second out. Jones tags up and scores after the catch. **Smith**

attempted to return to first but the right fielders throw beat Smith to the base for the third out. But Jones scored before the throw to catch Smith reached first base. Hence, Jones' run counts. It was not a force play.

4. **Game Forfeit:**

A practice game should be played if a forfeit occurs. See Rule 5a

5. **On-Deck Batters:**

There is no swinging of bats by the on-deck batter or any other player. Only the batter may hold a bat.

6. **Tagging Up:**

There is no tagging up.

7. **Infield Fly Rule:**

Infield fly rule is not in effect.

8. **Pitching:**

- The front of the pitching rubber will be 42 feet (boys) from the back of the plate. Girls, 30' from the back of the plate.
- No player may pitch more than 3 innings per game or 6 innings in a week.
- We will play with a count of 4 balls and 3 strikes. However, after a pitcher walks four batters in an inning, the count will go to 6 balls and 3 strikes for that pitcher.
- A pitcher may not continue pitching after walking 6 batters in an inning or hitting 3 batters in a game (boys only).

- A pitcher must pitch consecutive innings and may not return to the pitching position after being taken out of that position.
- One pitch constitutes an inning.

9. **Base Distance:**

Bases will be 60 feet apart (boys).

Bases will be 55 feet apart (girls).

10. **Overthrows:**

Boys- A runner is allowed to advance one additional base on an overthrow if the ball goes out of play. If the ball is in the field of play, the runner may advance at his own risk.

Girls- runner is allowed to try for one additional base at her own risk on the first overthrown ball. She must remain at the advanced base on any subsequent overthrows in foul or fair territory. (In effect this is the one base on any overthrow fair or foul rule!)

11. **Catching:**

Players will catch. Players shall wear mask and full gear including catcher's mitt and protective cup (**boys only**) when behind the plate.

12. **Equipment:**
All batters and base runners must wear helmets at all times. There will be no throwing of helmets or taking off helmets while running the baseline even if the ball is out of play. A player will be given one warning and will be called out on the second infraction.
13. **Umpires:**
Umpires for this league will usually be teenagers from the community. Their call is final. It is the responsibility of the Team Manager to support the Umpires. The Manager is the only individual permitted to discuss a matter with an Umpire. Assistant Coaches, players, and parents of players may not hold discussions with the Umpire.
14. **Dead Ball:**
Adopted from girls rules.
If a ball is thrown to the pitcher and caught near the mound, or thrown to the first basemen on a ball that does not leave the infield, the runner(s) must stop at the closest base. The pitcher or first baseman can opt to throw out advancing runner; the runner may advance only one base, the runner at the next base may advance. The runner must be more than halfway between bases in order to advance, unless the pitcher or first basemen makes attempt to throw out runner. There is no advance on a catcher throwing the ball back to the pitcher after a pitch once the pitcher has control of the ball in the vicinity of the mound.
15. **Other:**
 - a. Score will be kept and reported to the Commissioners after each game.
 - b. An All-Star game will be held.
16. While playing the field there shall be 4 infielders, not including the pitcher and catcher, and 4 outfielders (10 players in total). No child will sit out from the field twice before each child has sat out at least one inning.

Appendix 4

Semi major's boys

1. All major league rules apply except the following:
 - a. Stealing- See rule 3.a in the house rules
 - a. No double steals
 - b. No stealing of 2nd base
 - c. A player who already stole third is not permitted to steal home
 - d. Runner can not advance on an over throw of 3rd
 - e. The ball is live back to the pitcher (same as majors, for notational purposes only)
 - b. Tagging up is permitted (same as majors, for notational purposes only)
 - c. In-field fly is permitted (same as majors, for notational purposes only)
 - d. Pitching-
 - i. Pitchers can walk up to 6 batters per inning. When a pitcher walks his 6th batter in an inning, he must be removed from the game as a pitcher.
 - e. Number of players
 - i. 5 players in the infield excluding the pitcher
 - ii. 4 players in the outfield.

Appendix 5

ALL STAR SELECTION PROCESS

As agreed to by the star committee on November 1, 2001 meeting

- Coaches will submit a list of all players who can attend the game, if chosen, and provide the slate to the commissioner of the league.
- Commissioners will provide a ballot to all players on each team, listing those eligible to play in the all-star game.
- Each player will vote for the designated number of players (their own team).
- Voting will take place at the field.
- The secret ballots will be returned to the commissioner, **not the manager**, for final tally.
- The commissioner will advise the coach of the teams' all-star selections.
- Players can vote for themselves.
- Commissioner must approve all selections.

Players will be advised to keep their selections confidential.

Only those children who will be available to play will be eligible for all star selection. If a child is chosen and has to drop out or cannot attend the game, the player with the next amount of votes will take his or her place.

Appendix 6

Roslyn Little League Draft Procedures

The following rules apply to all leagues, boys or girls, except the majors whose draft procedures are specified in the house rules.

1. The commissioner will assign a draft date with the approval of the president of the league.
2. The commissioner will determine that he/she has the full roster of sign-ups available at the time of the draft.
3. The commissioner will select managers only and receive approval from the president for his/her selections.
4. The commissioner will review all tryout data for its completeness, correctness and that all children have received league ratings and past years managers ratings, if available. Commissioners will always use their best efforts to obtain managers ratings at the conclusion of each season they commission and pass those ratings along to the president.
5. If child is unrated, the commissioner will give his/her best efforts to assign a score for each of the rated skills.
6. Ratings will be provided at the draft to each manager. Ratings will be sorted in descending order based on total score.
7. Managers' children will be assigned to a particular round, and in a specific order to enhance fairness and equality of all the teams. Managers will NOT have any input in the placement of their own children and the draft order.
8. The draft will be held in snake order. For example: 1-8, 8-1 and back again, except for the majors where the drafting order is based on the teams previous years standing and does not go in snake order.
9. Drafting will continue until all children have been drafted.
10. In leagues that have combined grades, no team will have more than one more child in a particular grade than any other team. Children from a grade can be drafted in any particular order as long as when completed the number of players from each grade are as equal as can be.
11. Managers will NOT choose, and the league will NOT assign assistant coaches in advance. Each manager will have to select an assistant from the team of parents that come along with the children they have drafted.

12. If a player signs up late the commissioner will attempt to assign the player to a team with fewer players. All late sign ups should be held in the event that players quit, are injured or the league has more late sign ups.
13. There will be no trades or movement of players under any circumstances after the draft.
14. At the conclusion of the draft, all league supplied data will be returned to the commissioner to be destroyed. No manager will be permitted to discuss league ratings, the draft order or any discussions held at the draft. Violation of this rule will result in the possible removal of a manager by the executive committee of the Roslyn Little League.
15. **Special Circumstances**- from time to time there may be circumstances that require special treatment of a player. This information needs to be known to the commissioner before the draft. The commissioner will address the specifics with the president who will decide on the appropriate actions. If the president is also coaching in the specific division the EVP will assume the responsibility.

Appendix 7 Standings

Team	win	loss	tie	points	Avg.
5	7	4	0	25	2.273
2	7	4	1	27	2.250
4	6	4	1	24	2.182
1	7	5	0	26	2.167
3	6	5	0	23	2.091

- a. Use the following point system for wins, losses, and ties to determine the standings in a league that has season champs and playoffs.

- i. win = 3 points
- ii. loss = 1 point
- iii. tie = 2 points

A team that forfeits does not generate any points.
In the event of a tie, refer to house rules for tie breaker instructions.

The standings will be determined by calculating the average points per games played to determine the final season standings in any division that has playoffs.